



## UNIT 1 (part 2)

### Wind Turbine and Farm Simulations

- Electricity Generation LIVE
- Unreal4 Assets
- Unreal4 Assets - Trimmed
- Octave Assets
- Turbine reference data
- LilyPad Assets
- Floris Assets

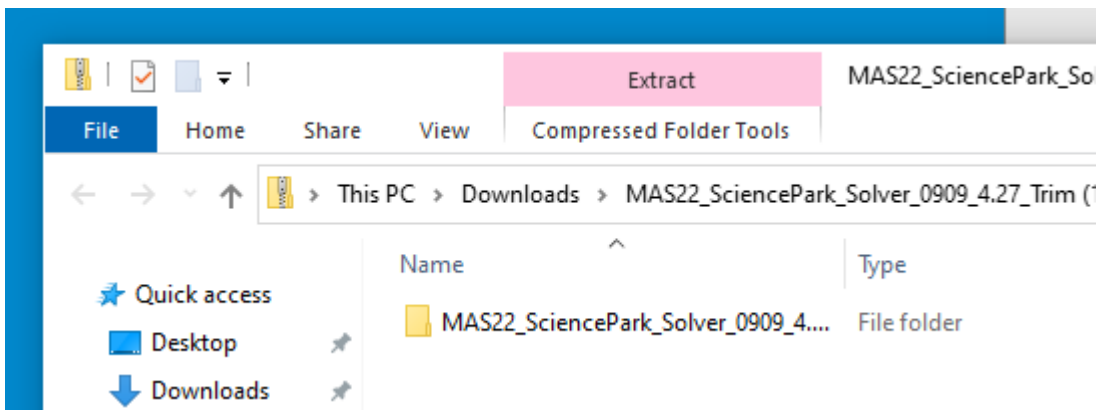


1) Download unreal4 assets trimmed

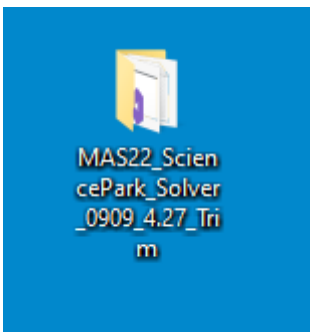
2) Single Click on



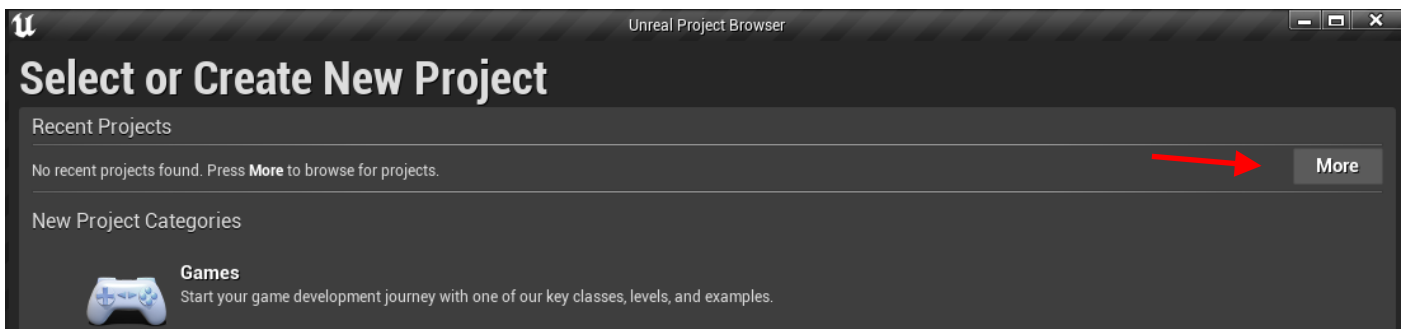
It will open like this



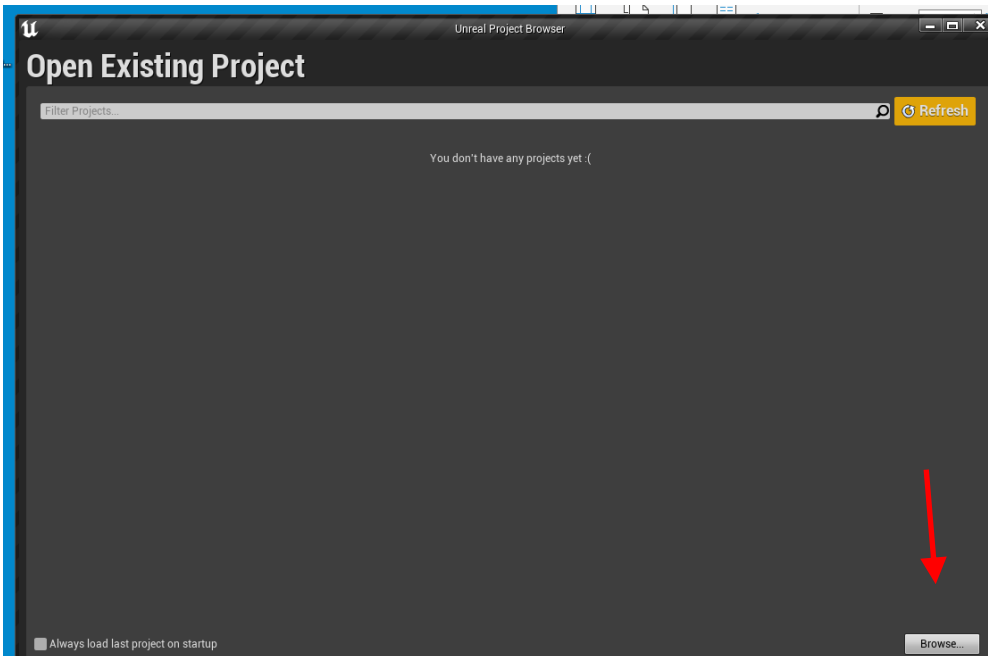
3) Drag to desktop. This will unzip it. You will get this on the desktop



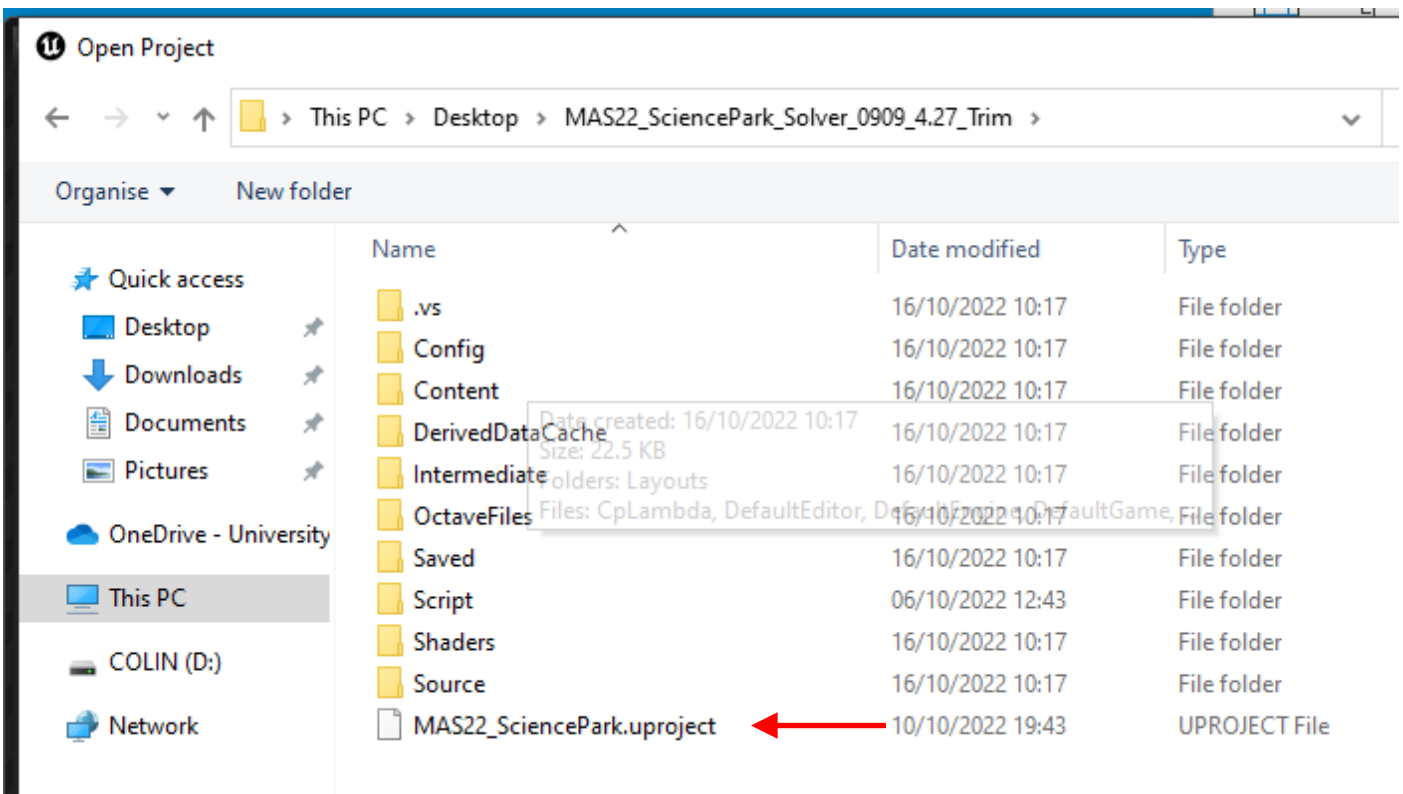
4) Open Unreal



5) Hit More

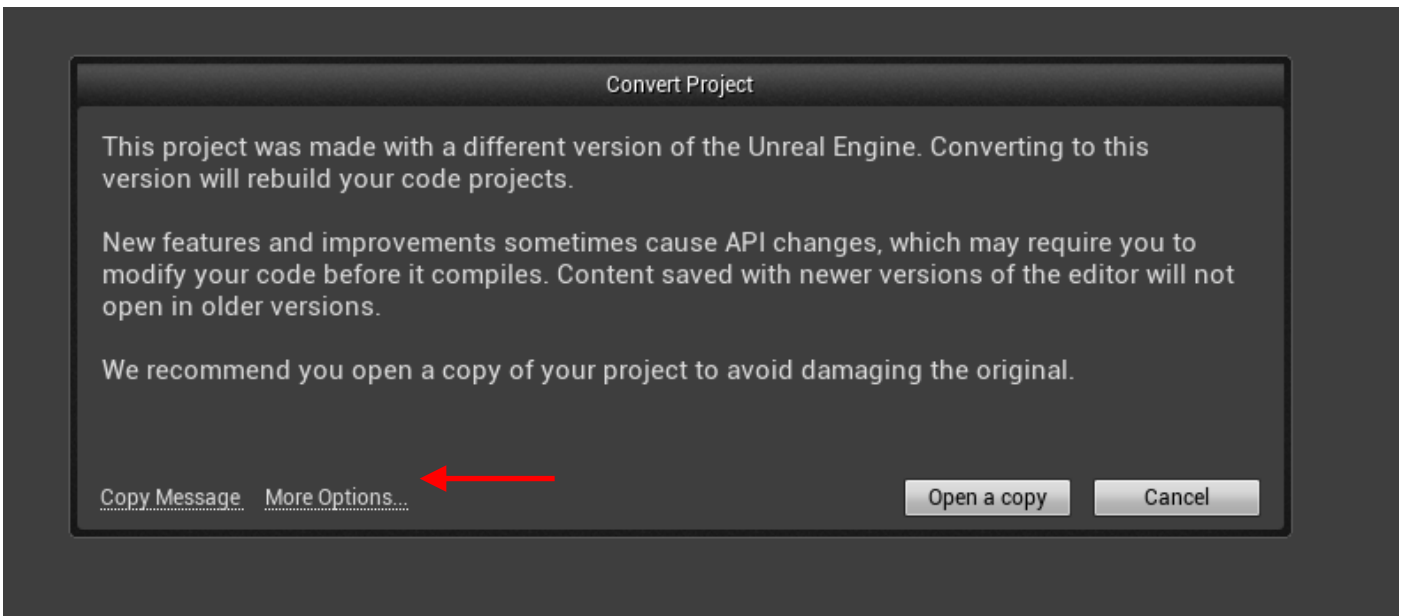


6) Hit Browse and navigate to the project on the desktop

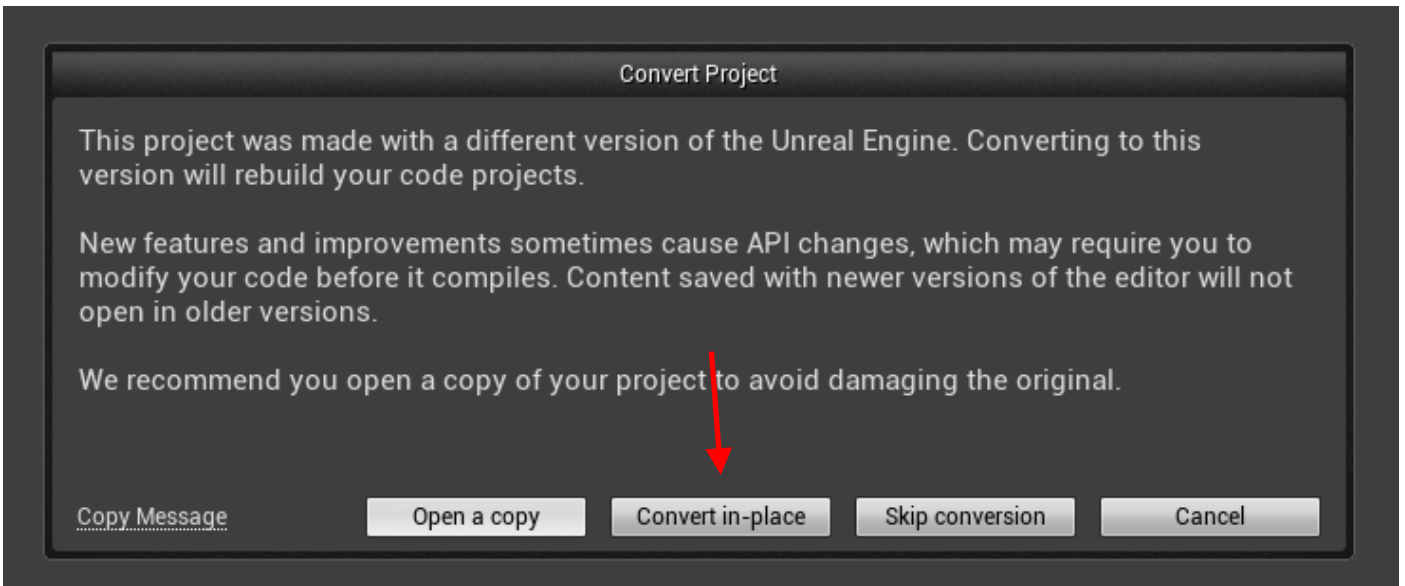


7) Hit Open

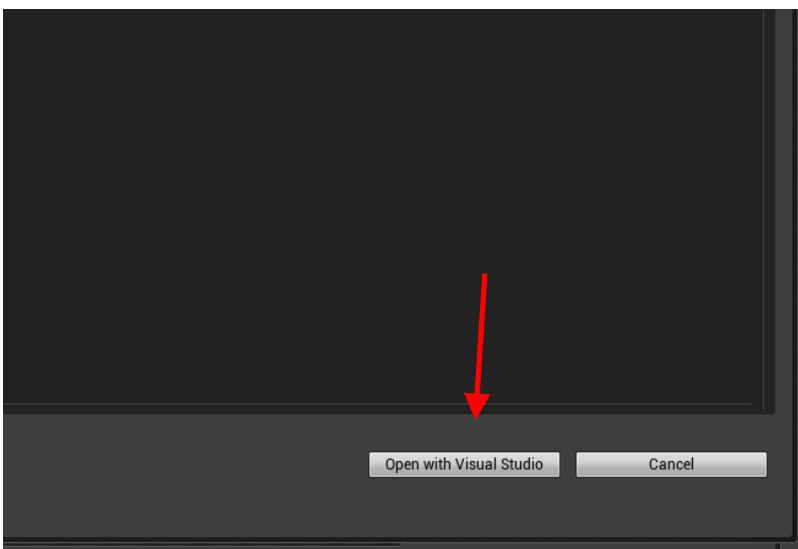
**IMPORTANT** When you get this dialogue hit More Options



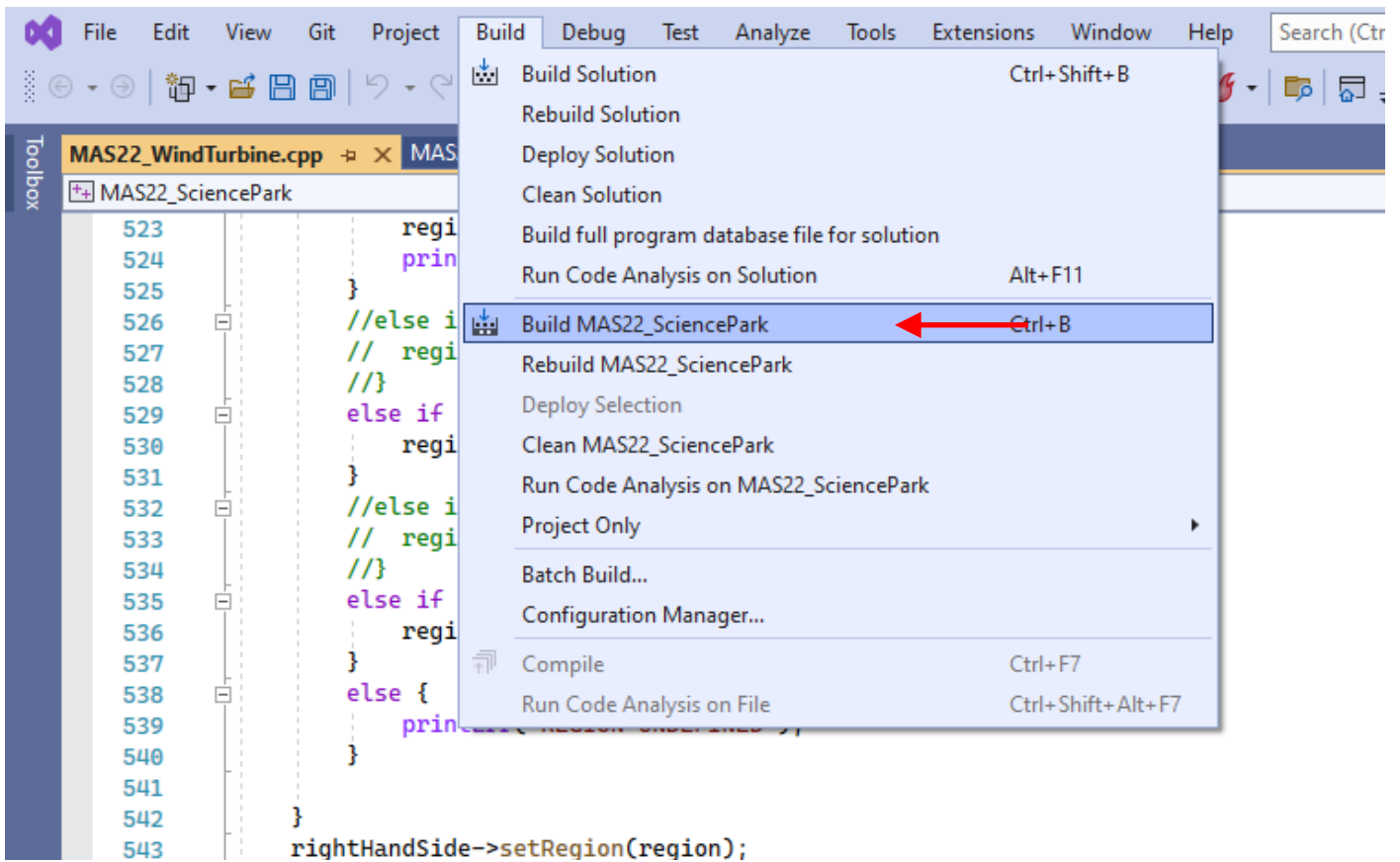
Then hit Convert in Place



8) When prompted Hit Open with Visual Studio

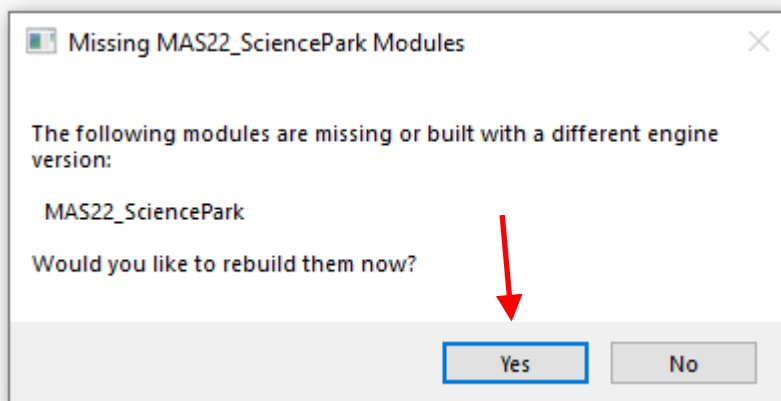


9) Build



10) If the compiler complains it does not have enough page size do the following

- a) Shut compiler
- b) Delete .vs and Binaries folders
- c) Fire up Unreal. You will get this



- d) Choose Yes and Unreal will start
  - e) Choose Maps folder in Unreal (at the bottom) and double-click SciencePark
- 11) go to Place Actors and drag MAS22 Wind Turbine into the level
- 12) Delete the existing Turbine. Save.

